

**COLECO**

Guide No. 78256C

The Official

TM

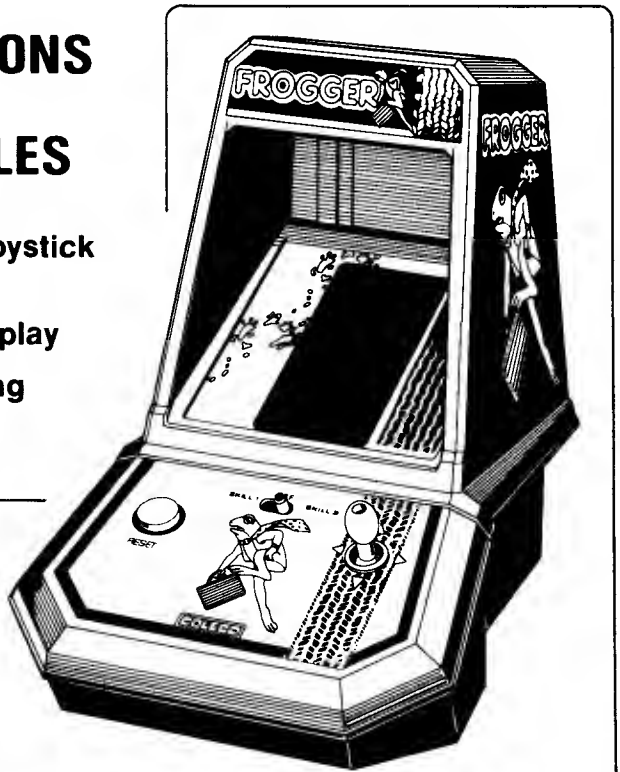
# FROGGER

by **SEGA**®

*Plays and sounds like the FROGGER™ arcade game!*

## INSTRUCTIONS AND GAME RULES

- Arcade-style joystick control
- Multi-color display
- Two challenging skill levels



**Model No.  
2393**

**For Ages 8 to Adult**

Requires 4 "C" Cell Alkaline Batteries or Coleco's # 2298 Perma Power™ Battery Eliminator (neither included).

**COLECO**

MANUFACTURED FOR COLECO INDUSTRIES, INC.,  
AMSTERDAM, NEW YORK 12010

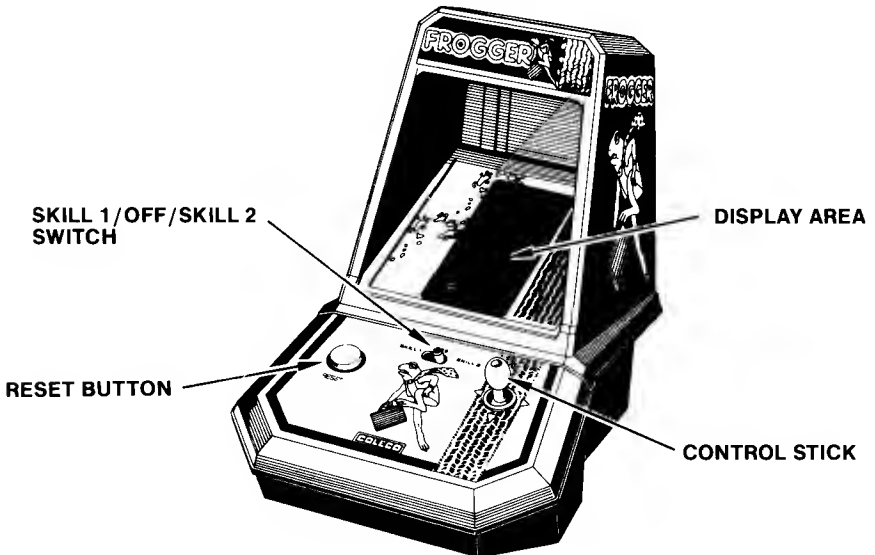
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## GAME DESCRIPTION



Try your skill at guiding a nimble but nervous frog across a highway jammed with crazy drivers, a snake-infested sidewalk and a rushing river. Frog's goal is the safety of a home in the hedge — and the faster Frog hops there, the higher your score! Can you get Frog home before time runs out?

## GAME CONTROLS AND FEATURES

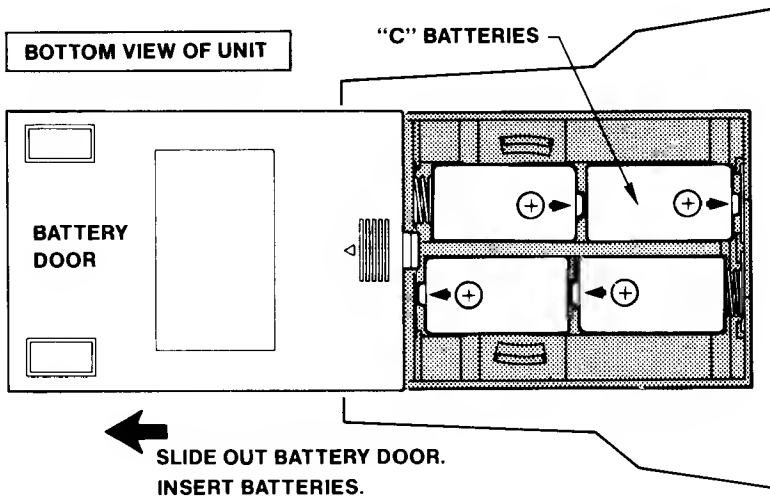


# GETTING READY TO PLAY

## INSERT GAME BATTERIES

### IMPORTANT

Requires 4 "C" cell alkaline batteries or COLECO'S # 2298 PERMA POWER™ BATTERY ELIMINATOR/AC ADAPTOR (neither included).



To insert batteries, slide out battery door and insert 4 "C" cell **alkaline** batteries in the order and direction shown. Replace battery door.

**NOTE:** Game will not operate properly if batteries are weak. Any erratic display or play action may be a symptom of weak batteries. Replace with fresh alkaline batteries or a Perma Power™ Battery Eliminator.

## STOP BUYING BATTERIES

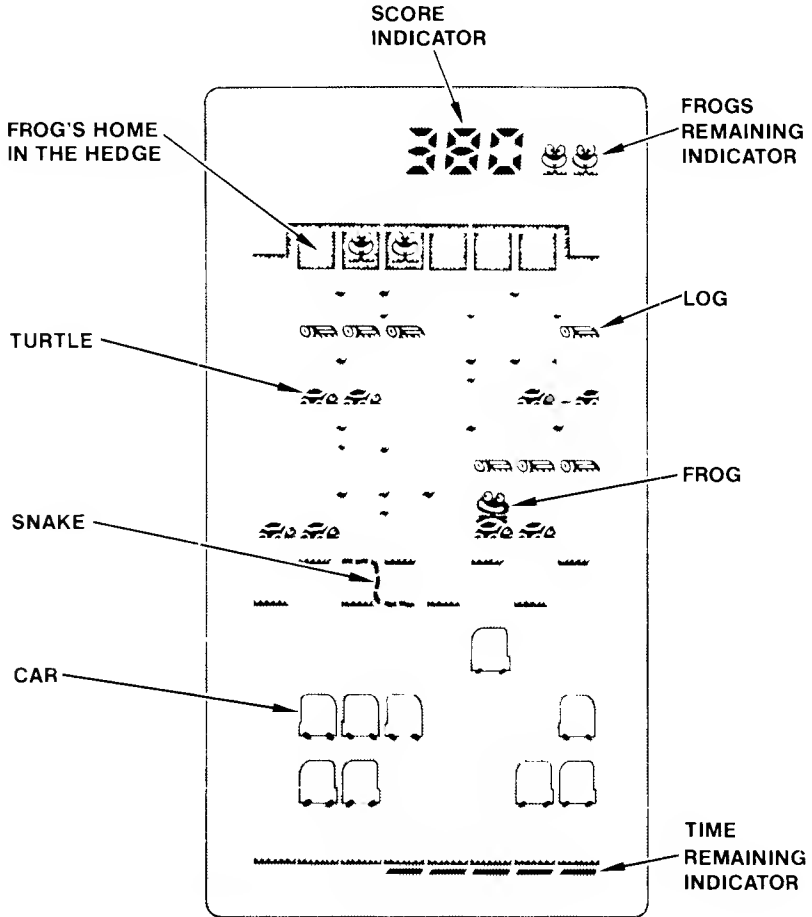
COLECO'S # 2298 PERMA POWER™ BATTERY ELIMINATOR/AC ADAPTOR will operate your COLECO games, plus many other manufacturers' products. See your local dealer for details.

# HERE'S HOW TO PLAY

## STEP-BY-STEP INSTRUCTIONS

### STEP 1: Beginning to play.

Turn on the game by moving the Skill 1 / Off / Skill 2 Switch to either Skill 1 or Skill 2. Skill 1 is the easier game. Next, press the Reset Button.



### STEP 2: Jump start!

Tilt the Control Stick up, down, right or left to make Frog jump once in that direction. For each new jump press the Control Stick again.

### **STEP 3: Hop between the cars.**

Move Frog left, right, up or down to scoot between the cars which are barreling down the highway.

### **STEP 4: Snake snack.**

When Frog reaches the sidewalk at the edge of the highway, watch out for the hungry snake. The warning siren lets you know the snake is coming! (In games played in Skill 1, no snake will appear until you have filled all the frog homes once and started a new round.) If a snake bites Frog, Frog is eliminated.

### **STEP 5: Leapfrog the river!**

Frog can cross the river by riding on the backs of turtles and on logs. But a swimming turtle may dive underwater. Make sure Frog has leaped off the turtle before it dives — or Frog is sunk!

### **STEP 6: Logging it.**

Keep your frog from floating offscreen while riding on turtles and logs. Frog can jump straight up into an empty home in the hedge from the last row of logs.

### **STEP 7: Timing is important!**

The faster Frog gets home, the more points you receive. And if you're too slow, you'll hear the time-out warning beeps. They signal that you have only a few seconds left to get Frog home.

### **STEP 8: No vacancy.**

There are four homes in games played at Skill 1, and six in games played at Skill 2. When you have filled all the homes with frogs, the game continues, but the action gets harder. Keep playing until you run out of frogs.

## **Frog Smash-ups**

Frog is eliminated if any of the following occurs:

- Frog gets hit by a car
- Frog gets bitten by the snake
- Frog jumps in the water
- Frog rides a turtle or a log offscreen
- Frog sinks underwater on a diving turtle's back
- Frog jumps to an occupied home
- Time runs out

## SCORING CHART

ACTION	POINTS
Passing a row of hazards	4
Arriving safely home	10 × time remaining
Filling all homes in the hedge with frogs	300

You are awarded a bonus frog when your score reaches 5000 points. However, if you have two frogs already remaining, no additional frog will be awarded.

## THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing FROGGER™, but it is only the beginning! You'll find this tabletop game is full of special features to make FROGGER™ exciting every time you play. Experiment with different techniques — and enjoy the game!

## SPECIAL INFORMATION

- 1. TO AVOID BATTERY DRAIN**, always be sure game is **turned off** when **not in use**.
- 2. IF GAME FAILS TO OPERATE** after prolonged play, your batteries are probably worn out or dead. Replace with fresh "C" cell alkaline batteries, or Coleco's Perma Power™ Battery Eliminator.
- 3. DO NOT ATTEMPT TO OPEN GAME.** This game does not contain any serviceable parts.

## CARE OF YOUR GAME

● TREAT YOUR GAME WITH CARE. ● DO NOT DROP OR BANG ON GAME. ● DO NOT BANG OR FORCE CONTROL BUTTONS. ● KEEP GAME AWAY FROM HEAT AND MOISTURE. ● DO NOT STORE OR LEAVE GAME IN AUTOMOBILE WHERE IT MAY BE SUBJECT TO HEAT BUILD-UP.

## LIMITED WARRANTY

Coleco warrants to the original purchaser only, each Game against factory defect in material and workmanship for 90 days from the date of purchase.

If your Game fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid, together with your check or money order for \$5.00 for handling and inspection, and your **name, address, proof of the date of purchase and a brief description of the problem**, to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

### SERVICE POLICY

If your game requires service after expiration of the 90 day Limited Warranty period, Coleco will service the game and put it in working condition or replace it with a reconditioned model (at our option), on receipt of your game, postage prepaid, with your check in the amount of \$15.00. Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the unit and Coleco shall not be obligated to service any game after 1 year from the date of purchase.

All returns must be directed to: **Coleco Industries, Inc.**  
**Customer Service Department**  
**35 Willow St., Bldg. # 5**  
**Amsterdam, New York 12010**

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential, contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty does not cover any claim concerning worn out or defective batteries.

**This warranty gives you specific legal rights, and you may have other rights which vary from state to state.**

## NOTICE

This game generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause interference to radio or television reception, which can be determined by turning the game off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna.

Relocate the game with respect to the receiver.

Move the game away from the receiver.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio TV Interference Problems".

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

## PLEASE RETAIN THIS GUIDE AND ALL LITERATURE FOR FUTURE REFERENCE

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